REFERENCE SHEET

THE GAME TURN

1. **Order Dice Phase**
2. **Wing Phase**
   - 2-1 Wing Movement Segment
   - 2-2 Wing Attack Segment

   Move ALL Wings before making Attacks.
3. **Battle Group Phase**
   - 3-1 Battle Group Movement Segment
   - 3-2 Battle Group Attack Segment

   Players alternate Battle Group Activations
4. **Boarding Resolution Phase**
5. **End Phase**

GAME TOKENS

DAMAGE TOKENS lower the number of Successes in ANY Attacking Dice Pool by the number of Damage Tokens present.

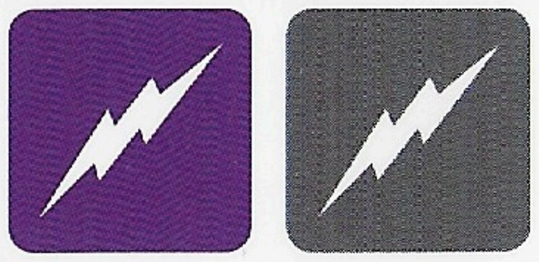
ACTIVATED TOKENS are placed on a Battle Group once it has completed its **Activation.**

When an Element has amassed **6 COUNTDOWN TOKENS** it explodes with a Critical Core Breach.

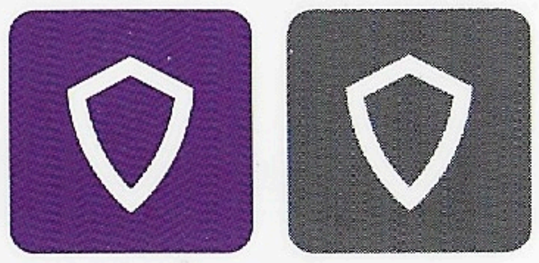
VULNERABLE TOKENS reduce an Element's Damage Track by -1 for every Token present, and also lower the number of Successes in ANY Defending Dice Pool by the number of Vulnerable Tokens present.

ORDER DICE

Each Order Die has three different symbols on it: These are **Command Icons.** In addition to being spent on Orders requiring Order Dice, the Command Icon is used to provide a bonus when determining **Initiative** in a Game Turn.



These are **Attack Icons.** Orders requiring an Attack Icon are typically aggressive in nature.



These are **Defence Icons.** Orders requiring a Defence Icon typically help reduce Damage.

HEROIC SAVE (VALUE)

If at any time a Token with the ***Heroic Save (Type)*** Loadout should be called upon to be removed as a casualty, roll a single Halo Dice and refer to the Type listed in the parentheses.

Spartans: on a roll of anything other than a , the Spartan Token remains in play and is NOT removed as a casualty.

Zealots: on a roll of a or , the Zealot Token remains in play and is NOT removed as a casualty.

Troopers: on a roll of a , the Trooper Token is NOT removed as a casualty.

HALO
FLEET BATTLES

FIREPOWER RATING TABLE

RATING	NAME / EFFECT
1	**IMPOSSIBLE ROLL** No Dice are rolled!
2	**WEAKENED ROLL** Each ⊛ counts as 1 Success Each ✸ counts as 1 Success No rerolls are permitted
3	**CRUSHING ROLL** Each ⊛ counts as 2 Successes Each ✸ counts as 1 Success No rerolls are permitted
4	**EXPLODING ROLL (DEFAULT ROLL)** Each ⊛ counts as 2 Successes Each ✸ counts as 1 Success You can reroll one ⊘ for each ⊛
5	**DEVASTATING ROLL** Each ⊛ counts as 2 Successes Each ✸ counts as 1 Success You can a reroll a ⊘ or ☠ for each ⊛

WING & POINT DEFENCE FIREPOWER RATINGS

- **Interceptors** (Dogfight) calculate Successes using a **Firepower Rating of 5**.
- **Bombers** (Dogfight) calculate Successes using a **Firepower Rating of 3**.
- **Point Defence** against Bombers is calculated using a base **Firepower Rating of 4**.
- **Bombers** attack Elements using a base **Firepower Rating of 4**.

DETERMINING RESULTS

To determine the result of a **Dice** roll, you must first determine the number of **Successes**. These Successes are then compared to a target number (for example, the active Value on a ship's **Damage Track**) to determine the effect. The exact method varies with the effectiveness of the attack, defence, or situation being rolled for, and this is manifested in the game through what we call the **Firepower Rating**.

CHECKING FOR CRITICAL HITS

If an Element takes **Damage**, the opposing player must ALWAYS roll a single Halo Dice after EACH Damage Token is applied to see whether the Damage produced any **Critical Hits**.

Should the player roll a ⊛, the Damage the target has actually suffered is a **Critical Hit.** For each Critical Hit inflicted, the target Element also gains a **Vulnerable Token** immediately.

CRITICAL HITS AND AFT ATTACKS

If ALL weapons taking part in a **Firing Solution** are located in the Aft Arc of a target, and the Attack causes Damage, a Critical Hit has been caused, a roll of ✸ or ⊛ will result in the target Element gaining a Vulnerable Token. Collisions, Attack Runs and Boarding Assaults may NEVER claim an Aft Attack bonus.

LAST GASP!

When the final Damage Value of a Large or Massive Element is beaten, you MUST roll a single Attack Dice. On the result of a ⊛, the Element has not only been Destroyed, but it also explodes using the **Critical Core Breach** rules, although instead of the usual **8"** range of the explosion, it is more localised to **4"**.

WEAPON LOADOUTS SUMMARY

WEAPON	FIREPOWER EFFECT AT SHORT RANGE	FIREPOWER EFFECT AT LONG RANGE	SPECIAL RUES
Light MAC	No Effect	No Effect	MAC (1)
Heavy MAC	No Effect	No Effect	MAC (2)
Super MAC	No Effect	No Effect	MAC (3)
UNSC Missiles	No Effect	+1	Affected by Point Defence
Plasma Lance	+1	-1	None
Plasma Beam	+1 Firepower Rating 5	N/A	Can target up to 3 seperate Elements in Arc of Fire
Plasma Cannon Array	+1	-1	None
Plasma Torpedoes	+1	-1 Plasma +1 Missile	Affected by Point Defence

WHO TURNS WHEN?

SIZE	1ST TURNING	2ND TURNING
Small Element	Yes – up to 45°	Yes – up to 45°
Medium Element	**EITHER** 1st or 2nd Turning Step	
Large Element	No	Yes – up to 45°
Massive Element	No	Yes – up to 45°

CRITICAL CORE BREACH

In a Critical Core Breach, the Element is torn apart in a cataclysmic series of explosions. The Element is removed from play and **all Elements within 8"** suffer an immediate Attack, with the number of **Attack Dice** equal to the Element's combined **Damage Track**, as listed on the Element's Profile.

Each Element attacked in this way is rolled separately, using a **Firepower Rating of 5**. Ships attacked in this way may still compile their **Defence Dice Pool** as per usual (see the **Attack Segment** chapter for more on attack sequences).

All Assault Craft on board the removed Element are expelled 4" into space, measured from the centre of the exploding Element. All **Wings** within 8" of the Element that suffered the Critical Core Breach are removed from play as *Destroyed*.

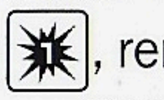
DEFUSE COUNTDOWN TOKENS

An Element with **Countdown Tokens** MUST attempt to make a **Repair Test** in the **End Phase** to try to remove any Countdown Tokens from its Base. The Element must roll a **Halo Dice** for EACH Countdown Token attached to the Element:

- For each REMOVE a Countdown Token.
- For any other result, ADD a Countdown Token.
- If the Element still has Enemy **Boarding Craft** fighting on board, any roll of a during a Repair Test will add TWO Countdown Tokens instead.

Should an Element reach **6** Countdown Tokens, after all Repairs have been resolved, the Element detonates, suffering a **Critical Core Breach.**

REPAIR VULNERABLE TOKENS

The engineers aboard a vessel must work tirelessly to repair critical systems in order to bring an Element back up to its full fighting capability. To repair a Vulnerable Token, roll one Halo Die for each Vulnerable Token on board. On a  , remove ONE Vulnerable Token. On a , remove TWO Vulnerable Tokens. On any other result, no Vulnerable Tokens are removed.

BOARDING RESULT TABLE

SCORE	RESULT	EFFECT
1 or less	*Vainglorious Assault*	• The Boarding Action fails! • All Attacking Boarding Craft are expelled 4" into space.
2-3	*Bloody Repulse*	• **Attacker loses 2 Boarding Craft** (chosen by the Defender). • The lost Boarding Craft are expelled **4"** into space.
4-5	*Repulsed*	• **Attacker loses 1 Boarding Craft** (chosen by the Attacker). • The lost Boarding Craft are expelled **4"** into space.
6-7	*Stalemate*	• No Boarding Craft lost. Fighting continues into the next Turn.
8-9	*Critical Defences Breached*	• Place **1 Vulnerable Token** on the attacked Element's Base. • **Defender loses 1 Boarding Craft** (chosen by the Defender). • Any lost Boarding Craft are expelled **4"** into space.
10	*Focused Sabotage*	• Place **2 Vulnerable Tokens** on the attacked Element's Base. • **Defender loses a Boarding Craft** (chosen by the Defender). • Any lost Boarding Craft are expelled **4"** into space.
11	*T-Minus 4 minutes...*	• Place **1 Damage Token** and **2 Countdown Tokens** on the attacked Element's Base. • **Defender loses a Boarding Craft** (chosen by the Defender). • Any lost Boarding Craft are expelled **4"** into space.
12	*T-Minus 2 minutes...*	• Place **1 Damage Token** and **4 Countdown Tokens** on the attacked Element's Base. • **Defender loses 2 Boarding Craft** (chosen by the Attacker). • Any lost Boarding Craft are expelled **4"** into space.
13+	*Critical Core Breach!*	• The Element is torn apart in a cataclysmic explosion, removing it from play. • See the rules for a **Critical Core Breach**.

BOARDING RESULT TABLE MODIFIERS

Unless otherwise stated, both the Attacker and the Defender use **Firepower Rating 4** when determining their Successes when Boarding.

Each player the rolls a D6, adding them and referring to the table above, taking into account the following:

- If both the Attacker and the Defender Dice Totals were **equal**, do not change the result.
- If the Attacker's Dice Total was higher than the Defender's Total, **add 2** to the result.
- If the Attacker's Dice Total was TWO TIMES higher than the Defender's, **add 4** to the result!
- If the Defender's Dice Total was higher than the Attacker's Total, **deduct 2** from the result.
- If the Defender's Dice Total was TWO TIMES higher than the Attacker's Total, **deduct 4** from the result!

END PHASE OVERVIEW

STEP	ACTION
1. Repairs	A. Defuse **Countdown Tokens** and resolve any resulting **Critical Core Breach** effects.
	B. Repair ***Vulnerable* Tokens.**
	C. Perform **Carrier Actions.**
2. Calculating Victory	Check **Scenario Conditions** and score **Victory Points.**
3. Adrift Tokens	A 'Adrift' **Heroic Saves.**
	B. Move 'Adrift' **Tokens.**
4. Prepare for the Next Turn	Once all the above Actions have been completed. make ready for the next Game Turn.

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